

## USD 233 – OLATHE DISTRICT SCHOOLS

Course Title: Cartoon & Illustration II

Credit: ½

Grade Level: 10, 11

Course Length: 1 Semester

### **Course Description:**

Students will further their communication skills through the mediums of cartooning and illustration. Intense focus on commercial applications will open up a multitude of career opportunities for the cartoonist and illustrator. Students will produce works for political/editorial cartoons, graphic short stories or novellas, gaming, animation, and commercials.

**Prerequisites:** Digital Works.

**Instructional Materials:** Dynamic Figure Drawing, Digital Character Design and Painting, Visual Storytelling: The Art and Technique (Text books subject to change). Teacher designed mini projects, web site projects/lessons, software included lessons/tutorials/projects.

**Instructional Strategies:** Direct instruction, demonstration, graphic organizers, application exercises, projects, cooperative groups, case studies, guest speakers, DVD(s), videos, internet.

**Assessments:** Daily work performance, teacher observation, rubric, checklist, classroom discussion, projects, research relevant to topic, application performance, exams, conferencing, portfolio, written response, sketchbook, journaling, self evaluation.

### **Course Objectives:**

- Communicate ideas and stories with a variety of advanced cartooning and illustration processes, techniques, and media.
- Apply visual communications knowledge and skills to express ideas imaginatively
- Use critical thinking, and problem solving to communicate ideas visually
- Select appropriate cartooning and illustration media, techniques, and processes for specific purposes.
- Produce advanced cartoon characters, cartoon environments, comic strips, computer graphics and game character illustrations in a variety of media.
- Develop a higher skill in the use of techniques, procedures and illustration concepts.
- Understand the history of visual communication and the evolution of cartooning and illustration.

## **Course Content:**

### **I. Advanced Character/Human Form Development Illustration**

- Body Proportion
- Stance
- Arcs in Characters
- Skeleton Foundation
- Advanced Head Construction
- Facial Expressions
- Creating Model Sheets
- Storyboards
- Creating Backgrounds.

### **II. Definitive Body Forms**

- Shape-Masses of the Figure
- Shape-Masses of the Head: Ball and Wedge
- Barrel Shaped Rib Cage
- The Wedge Box of the Pelvis
- Column Forms of the Arms and Legs
- Wedge Masses of Hand and Foot

### **III. Figure Unity**

- Overlapping Forms
- Form Flow and Form Unity
- Interconnection Lines
- Outline and Contour
- Tone Gradation

### **IV. Figure Invention**

- Cylindrical and Barrel Forms
- The Cylinder as a Rotational Form
- Finding Constant Factors
- Width of Form as a Constant Factor
- The Arms
- The Hands
- The Joints
- The Ellipse
- The Member as Radius

- The Isosceles Triangle

## **V. Character Design**

- What is Character Design
- Character Design Issues and Limitations

## **VI. Developing a Working Method**

- Identifying and understanding the problem
- Analyze the problem and breaking it down into simpler elements
- Choosing the Best Idea
- Drawing the Character
- Evaluating the Results

## **VII. Character Creation/Expanding**

- Basic Strategies to Help Generate Creative Ideas
- Developing Your Basic Idea
- Caricature
- Humor
- Blotter Pictures
- Exaggeration
- Satire
- Parody
- Expression
- Five Dot Action
- Folded Paper
- Idealization
- Adding and Subtracting
- Repetition
- Combinations
- Transferring Characters
- Superimposing
- Changing the Scale
- Substituting
- Distorting
- Disguising the Character
- Using Analogy
- Creating a Hybrid
- Evolving the Character
- Doodling and Scribbling

## **VIII. Creating Character History**

- Character's Past, Present, and Future
- Character's Everyday Environment
- Character's Personality
- Character's Personal Traits
- Character's Looks

## **IX. Character/Designing the Physical Look**

- Character's General Physical Characteristics
- Character's Body Type
- Character's Proportions
- Character's Makeup
- Character's Gender
- Character's Surface
- Character's Color
- Character's Facial Structure
- Character's Movement

## **X. Storytelling: The Universal Language**

- The "Seeing Place": The Evolution of Theater
- Telling a Story Through Visual Imagery
- The Visual Storytelling Media

## **XI. From Frame to Frame**

- Panel to Panel
- Scene to Scene
- Level to Level
- Cross-Pollination: Frame/Panel/Level

## **XII. Behind the Scenes**

- Film and Animation
- Comics
- Interactive Games

## **XIII. The Visual Storytelling Design Palette**

- Clarity
- Realism
- Dynamism
- Continuity
- Total Immersion

#### **XIV. The Drawing Board**

- Art and Technology
- Using Reference
- The Question of Style
- Figure Drawing
- Perspective and Relative Proportion

#### **XV. The Camera in the Mind's Eye**

- Distance
- Camera Angles
- Depth of Field, Focus, and Movement
- A Miscellany of Shots

#### **XVI. Lighting and Color**

- Lighting: The Invisible Character
- Light and Color
- Radiosity in 3D
- Storytelling in a Single Image
- Illustrating for Film
- The Silhouette
- Planes and Light

#### **XVII. Timing and Pace**

- Pacing and Timing
- Style in Motion
- Dynamic Timing in a Static Medium

#### **XVIII. Tricks of the Trade**

- Extreme Techniques
- Specialty Line Work
- Multiple Images and Morphing
- Framing
- Tilt
- Some Effects to Avoid
- Wally7 Wood: The Master of Dynamic Panel

## **XIX. An I For An Eye**

- Words with Pictures
- Designing from a Script
- Communicating Through Design
- Mise-en-Scene and Montage
- Page Layout
- Panel Composition
- Panel Borders as a Design Element

### **METHODS OF EVALUATION OF COMPETENCIES:**

Evaluation of student mastery of course competencies will be accomplished using the following grading scale.

#### **Grading:**

A = 90 -100%

B = 80 - 89%

C = 70 - 79%

D = 60 - 69%

F = 0 - 59%

#### **Extra Credit: The instructor must approve project.**

0-5 points is given for extra credit per approved project. Project must be finished and handed in on specified date at the beginning of class. Only four approved projects per semester allowed.

